

Lone Wolf Club Newsletters

Newsletter #29

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

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Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Jonathan Blake – providing better quality scans of artwork taken from the books.

Paul Haskell – providing better quality scans of artwork taken from the books.

Simon Osborne – scans of the Lone Wolf Audiobook cover and other Lone Wolf miscellany.

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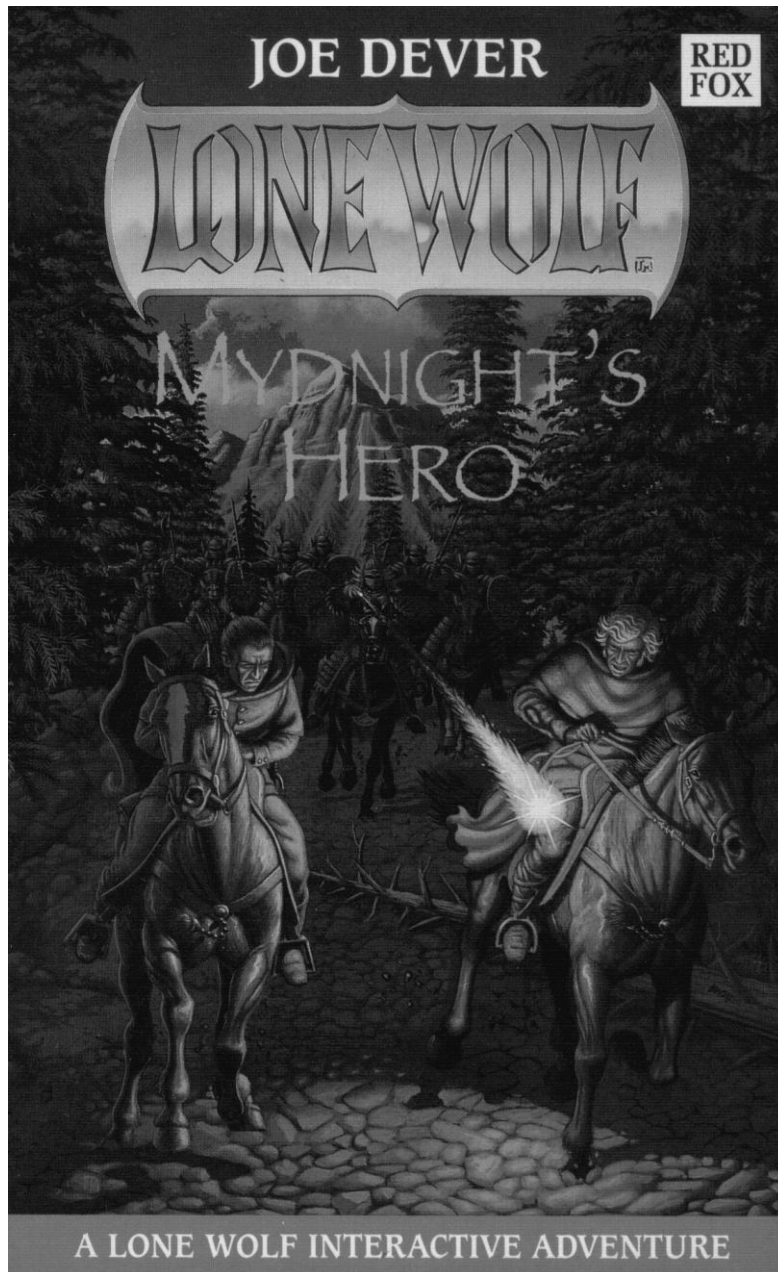
Effort has been made to display the information as close to the originals as possible. Although this has not been possible for all things—for example, the actual fonts used—the result is as close to the originals as they could be.

Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

LONE WOLF Club

Newsletter No. 29

Publication Date—May 4th 1995



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MYDNIGHT'S HERO—Order your signed copy now!

See the special Order form on page 7

TERROR DISK

by Kieran Kelly

Set in the early winter of MS 5080

The harsh wind nearly unsaddled Lone Wolf from his black mare as she trotted up the sun-washed path. He had been travelling for many hours through the Chahdan Pass which cuts a deep furrow through the imposing peaks of the Chah Mountains, in the south-western corner of Vassagonia—the Desert Realm. In a box fashioned from pure korlinium he carried a black metallic object, its pitted surface engraved with evil-looking runes. This object was a Terror Disk, one of but a few created by the servants of Agarash the Damned millenniums ago. The Elder Magi believed that these vile artefacts had long been destroyed or lost without trace, yet one had resurfaced in the ruins of Kazan-Oud. Since the day of its discovery, the Elder Magi had kept the disk within a field of goodly magical energy to prevent its corruptive powers from radiating afield. It was a temporary measure, until a means of destroying the disk could be found. They had taken some time exploring ways to be rid of the Terror Disk, perhaps too much time. It was not until an unsuccessful attempt to steal the disk was made by a Nadziranim wizard that the Elder Magi decided that prompt action was required. Had the renegade Nadziran been successful, its evil power would have been magnified a thousand fold by the vile disk.

Lord Rimoah travelled to the Kai Monastery with the Terror Disk and enlisted the aid of Lone Wolf. The Elder Magi had deduced a means of destroying the disk, yet to do so would involve the taking of the artefact to the Chah Mountains. Here, hidden among the remote rocky peaks of this range, was a secret altar that had been constructed by the Ancients in honour of the Goddess Ishir. This altar is imbued with a goodly power strong enough to break down the magical protections surrounding the Terror Disk. Once the protections are removed, it would be possible to physically destroy the disk. Yet such destruction could not be achieved by ordinary mortals, nor even by the Elder Magi themselves. Rimoah had discovered that only a Kai Lord possesses the strength and ability to destroy this evil relic.

Lone Wolf agreed to undertake the mission. He would carry the fell artefact all the way to

Vassagonia and endeavour to destroy it upon the secret Altar of Ishir. Before embarking upon his long journey, Lord Rimoah warned him not to open the korlinium box in which the disk was kept. Its powers could cause Lone Wolf great harm. Rimoah also informed Lone Wolf that he would be able to recognise the Altar of Ishir by the runes that are carved into the four corners of its surface. He would have to trace, with his index finger, these runes after having first set the box down in the centre of the altar. This action would activate the 'Call of Power' which would destroy the disk forever. Lone Wolf acknowledged Rimoah's words of wisdom and then began his preparations for the long journey south to Vassagonia.

Lone Wolf's arm badly ached from the blast of Nadziranim magic that he had suffered in Teph, three days earlier. He rubbed his sore bicep as he regarded the colossal peak that cast its long shadow across the mountain trail ahead. He sensed that he had arrived at the right place; not only were his sixth senses buzzing with anticipation, but away to the west he could see three smaller peaks that Rimoah had spoken about. These were markers that pointed the way to the location of the hidden altar. Lone Wolf dismounted and gave his horse a psychic command, willing her to relax and remain here on the trail. He magnified his vision and pinpointed the altar high upon the slopes of the mountainside. His stomach churned as he regarded the sheer slopes and quickly he decided against climbing them. Instead, he formed the spell-shape in his mind that he had learned from his friend, Guildmaster Banedon. As the Brotherhood spell of Levitation began to take effect, he willed himself to rise and began his dizzying ascent towards the distant altar. He was within a few yards of the ancient stone block when the spell suddenly and unexpectedly wore off. As he fell, instinctively Lone Wolf struck out and grabbed hold of a tangle of roots that were protruding from the base of a bird's nest. An angry mountain eagle shot from the nest and circled menacingly overhead as Lone Wolf dangled beneath its lair. Using his powers of Animal Control, the Kai Lord commanded the errant bird to leave and it flew away without challenge. Struggling to maintain his grip, his left arm having been sorely weakened by the Nadziran's bolt of

magic, Lone Wolf eventually managed to swing himself into the nest and then leap across to the relative safety of the rocky outcrop upon which the altar was located. He was puzzled as to why his spell had failed, and he guessed that somehow the powers of the altar had acted to neutralise or block the Brotherhood spell. His first glimpse of the altar's surface was less than impressive. It was a roughly hewn slab of granite, with clumsily-jagged runes gouged out of its corners. Lone Wolf concluded that the Ancients had been overly economical in the design and construction of this altar as carefully he retrieved the korlinium box from his backpack and set it down upon the altar's centre. Tracing his finger around the simple runes was not the most difficult task that had ever challenged Lone Wolf, yet upon reaching the fourth and last corner it suddenly felt as if the stone was melting, becoming softer and less resilient to his touch. A film of grey mist arose from the stone. He felt pressure against his finger as if the mist were seeking to break the contact of his skin with the granite. Then contact was broken and suddenly the mist transformed into a billowing cloud which grew swiftly in volume. Lone Wolf's senses screamed in warning as the cloud condensed rapidly into a solid form. He recoiled as the shape took on the appearance of a squat reptilian, its crusty skin glistening black and slimy. Curved talons sprung from its gnarled hands and traces of electrical energies wound themselves around its great muscular forearms. Upon the instant that the creature was fully formed, it sprung upon Lone Wolf with breath-taking speed. He tugged the Sommerswerd from his belt and lashed out at the creature, turning aside its deadly talons with the flat of his golden blade. The creature spat venomously and struck again, this time targeting Lone Wolf's throat. The Kai Lord parried the attack, yet in doing so he momentarily lost his footing and stumbled to his knees. The creature seized the advantage and kicked out with its clawed foot, catching Lone Wolf in the chest and sending him tumbling over the edge of the outcrop. Desperately Lone Wolf clung to the edge of the rocky ledge with the fingers of his good arm. Fear gnawed at his insides as he looked up to see the creature's ugly face peering over the outcrop. It seemed to be relishing his precarious situation. Slowly and deliberately, the creature raised its clawed foot and got ready to stamp down upon Lone Wolf's grazed fingers. During his fall, Lone Wolf had lost his grip upon the Sommerswerd and now it was held precariously, sandwiched between his forearm and the edge of the outcrop. He endured two vicious stamps from

the foot before he was able to take hold of the sun-sword with his left hand and point it at the merciless creature. The blade caught the final rays of the sun just moments before it sank behind the mountain peaks, and it was transformed by the solar power. A blinding blast of golden flame erupted from the tip of the divine blade and collided with the creature's chest. The creature shrieked with surprise and agony and then, in a brilliant flash, it was gone. Lone Wolf gasped for breath as he dragged himself painfully onto the outcrop. He sent a silent prayer of thanks to Ishir for sparing his life and then he pulled himself to his feet and approached the altar to trace the final rune with his bloodied index finger. Moments later, a crack of thunder burst from out of the clouds above the peak, and a pencil-thin beam of crimson light came searing down to destroy the box with a single blast. Lone Wolf was knocked backwards by a wave of scorching air that singed his face and tunic. As he regained his senses, he saw that the surface of the altar was glowing red hot and the box containing the Terror Disk had completely disappeared. A smile of grim satisfaction spread over Lone Wolf's pained face. His quest was complete.

Three weeks later, Lone Wolf has back safely within the walls of the Kai Monastery. Far beneath the Tower of the Sun, in the vault constructed of granite and gold that was his private chambers, he was warmly congratulated by Lord Rimoah for the success of his dangerous quest. Yet Lone Wolf sensed that all was not completely in order.

"What disturbs you, old friend?" he asked.

"Your senses are keen indeed," replied Rimoah, reluctantly. "I had hoped I'd be able to tell you later, after you have had time to recover fully from your ordeal in the Chah Mountains." Lone Wolf gave his friend a puzzled look. "Well, perhaps it's better you know now," continued Rimoah. "A new evil has arisen during your absence from the Monastery. It is an ancient evil and one that can only be countered by the skill and abilities of a Kai Grand Master. And there is only one Grand Master . . ."



The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.



Name: MICHAEL PERRISS
Age: 14
Address: Scotland
Hobbies: Lone Wolf books, computers, fishing reading, football, basketball.
Would like a pen-pal, male or female, age 14+ with similar interests.

Name: 'King Fat' BOBBY CHEUNG
Age: 16
Address: England
Hobbies: Reading Lone Wolf books, martial arts, watching video films, computer games, badminton, snooker, geography, travelling.
Would like a pen-pal, preferably female, with similar interests, aged 16-17 yrs.



Name: JULIAN EGELSTAFF
Age: 20
Address: Canada
Hobbies: Lone Wolf, bicycling, writing, reading, history, philosophy.
Would like a pen-pal (male or female) who is interested in sharing their experience of Lone Wolf.



Name: ERIC HOOI Age: 13
Address: Malaysia
Hobbies: Lone Wolf books, computer games, piano, sports.
Would like a pen-pal, boy or girl, age 12-14, similar interests. Please send a photo if possible.

Kai Konnection Form:

NAME:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

ADDRESS:

..... ZIP / POST CODE AGE

YOUR HOBBIES / INTERESTS

TYPE OF PEN-PAL YOU WOULD LIKE

Fill in this form in BLOCK CAPITALS please, and send it to: LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

News from the Monastery

Joe Dever will be one of the guests of honour at this year's **European GEN CON** Game Fair, to be held on 27th–30th April at Pontin's Holiday Centre, Camber Sands, Rye, Sussex (UK). The convention is run by TSR Ltd., the *Dungeons & Dragons* company, and it is Europe's largest residential gaming event. Over 2,000 players from around the world will be arriving to participate in hundreds of games and events such as fantasy role playing adventures, sci-fi games, tabletop fantasy battlegames with miniatures, fantasy & historical wargaming, computer games, network games (with linked computers), freeforms, LRP's, and boardgames. There will be trade stands, a charity game auction, a fantasy art show, seminars run by authors, artists, and game designers, and several 'murder mysteries'. The registered tournaments offer valuable prizes, including chances to win trips to the USA.

Joe will be umpiring two tabletop battlegames, one on Friday 28th and one on Saturday 29th, using tabletop terrain and miniatures from his personal collection. These games will be set in *Magnamund* and each will run for eight hours. Lone Wolf Club members wishing to take part in one of these games are advised to register for them in the reception area before 10pm on Thursday 27th April. Please note that no tickets will be available at the door. If you wish to attend the convention, you must purchase your ticket by mail before the convention starts. Full details are available from TSR UK Ltd., 120 Church End, Cherry Hinton, Cambs., CB1 3LB, UK. Tel. 01223-212517 / Fax 01223-248066.

Red Fox Books and the **Lone Wolf Club** are delighted to announce that contracts have been agreed with Joe Dever for the production of a further five titles in the Lone Wolf New Order series (books 24-28). The titles of these future Lone Wolf adventures will be: **Rune War** (LW24), **Trail of the Wolf** (LW25), **The Fall of Blood Mountain** (LW26), **Vampirium** (LW27), and **The Hunger of Sejanoz** (LW28). Joe has already completed the manuscript of *Rune War* (#24), and Brian Williams is currently hard at work on the illustrations. The publication date for *Rune War* is set for October 6th 1995.



Back issues of the following Club Newsletters are available (Nos. 21–28) at £1.50 (UK), \$4.00 (US), £2.25 (O/seas) each. As usual, UK £ cheques & POs should be made payable to the Lone Wolf Club; US \$ checks & POs should be made payable to Joe Dever. Please send your orders to the Club and mark your envelope 'Newsletter Backorders'.

Please note that photocopies of the original manuscript of the US edition of the **Magnamund Companion** are no longer available. Senator Publications are currently seeking to acquire the publishing rights to this title with the aim of reprinting later this year it in a proper bound edition. We will keep you informed of their progress.

Any eagle-eyed Kai Lords who attended this year's European Computer Trade Show, held last month at the Olympia Grand Hall in London, may have caught a glimpse of **Joe Dever** enjoying a tankard of ale with Fighting Fantasy writers **Steve Jackson** and **Ian Livingstone**. Steve and Ian have long since given up writing Fighting Fantasy adventures (they leave this 'chore' to an army of ghost writers at Penguin books), but they are both still actively involved in games and gaming. Steve Jackson writes the weekend games page for the *Daily Telegraph*, and Ian Livingstone works for the computer games company *Domark* where he is in charge of product development. Joe attended the show at the invitation of Sony Electronic Publishing who have asked him to develop a 'Steven King-style' horror role-playing game for their incredible new games machine—the PS-X (also known as the 'Playstation')—which is due out in the UK this Christmas. We hope to prise further details out of Joe about this exciting games project, and we'll keep you posted about its development in future newsletters.

A free copy of 'The Skull of Agarash' is available to club members who **submit a short story** that is published in the Club Newsletter. All you need do is write and send in a Lone Wolf short story of approximately 350–500 words. If your story is picked for publication, a signed copy of the first Lone Wolf Graphic Novel will be yours. Send your stories to: Lone Wolf Club, Short Story Submissions, 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK).

EXTENDED COMBAT RESULTS TABLE

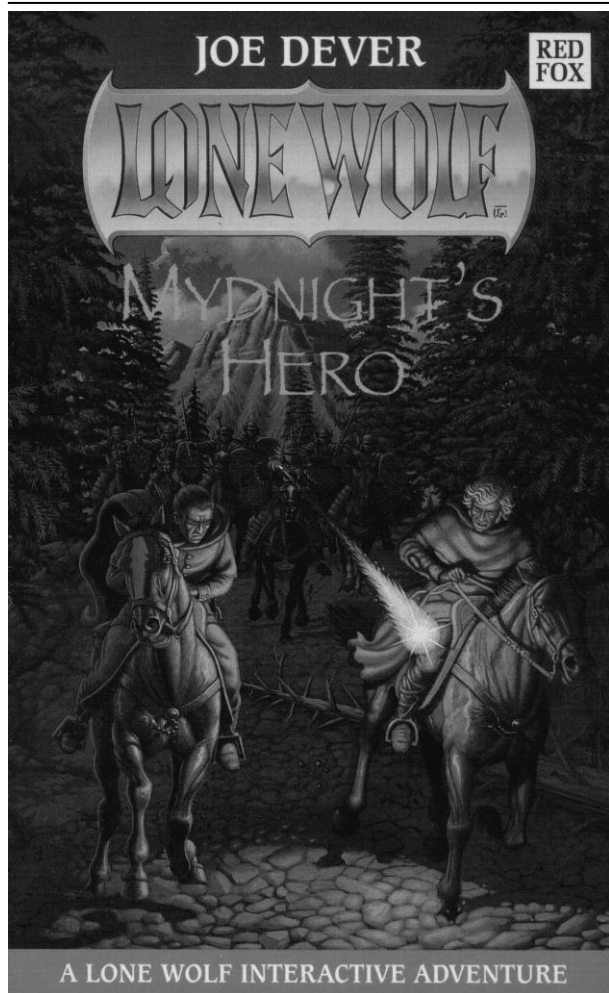
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E = ENEMY LW = LONE WOLF K = DEAD

DEvised BY N. DREW

Lone Wolf Club Competition No. 27—errata

The ages of the following winner and runner-up in the recent '**Make a Monster**' competition (Newsletter No. 27) were printed incorrectly in the last Club Newsletter. The correct details are as follows: **Class 11s to 14s:** The Winner—**Giles Gibbs (13)** of Leicester. **Class 15+:** Runner-up **Patrick Stanton (18)** of Roanoke, USA. We apologise to Giles and Patrick for the errors.



The King of Siyen has been assassinated. Prince Karvas is the sole heir to this rich and powerful realm, but he lives in exile in distant Sheasu—'the Isle of Lost Heroes'. In his absence, evil baron Sadanzo and his army of ruthless robber Knights have staked their claim to the vacant throne.

In **MYDNIGHT'S HERO**, your quest is to voyage to Sheasu and track down Prince Karvas in the fabled city of Mydnight. Once found, you must persuade him to return with you to Siyen without delay. You have only 50 days in which to complete this challenging quest or Siyen will be enslaved by the tyrannical Sadanzo and his brutal followers.

LONE WOLF 23—ADVANCE PRIORITY ORDER FORM

Order now and your signed copy of 'Mydnight's Hero' will be sent to you on or shortly before publication on May 4th 1995. To order, just fill in the box below, indicating how many copies you require in the space provided. Send your completed form, or a copy of it, together with a cheque or postal order for the correct total, to: LONE WOLF CLUB, LW23 BOOK OFFER, 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

Name _____

Address _____

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'Mydnight's Hero' 338 pages (a big one!). UK price £4.50; US (import) price \$8.00 each. UK / BFPO members postage FREE OF CHARGE when ordering on this form. Overseas members please add £2.05 (\$5.50) for airmail 1 book, £2.50 (\$9.00) for airmail 2 books. Additional books see postage details on regular book order form—page 11. This is a subsidised airmail rate; no profit is made on postal charges. UK £ cheques should be made payable to: LONE WOLF CLUB. US \$ personal checks payable to: Joe Dever All payments must be in £ sterling or US dollars. Every effort will be made to despatch books promptly, on or shortly before the UK publication date.

LW23: Mydnight's Hero. No. of books req'd.:

EVIL IN THE GRAVE

by David Hebblethwaite

From the moment he'd woken up that morning, Supreme Master Lone Wolf had sensed that he would receive bad news before the day was out. He could feel it in the very air around him that something terrible was going to happen very soon.

The bad news did not come until late in the afternoon when a small group of Kai Masters returned to the monastery. The leader of their group, Raging Bear, had been killed by a crossbow bolt whilst demonstrating to the others how best to resist hostile plants. It had been a surprise attack and, unfortunately, the unknown assassin had got clean away. Lone Wolf ordered that Raging Bear's burial should take place without delay. Every member of the New Order was present, as were Lord Rimoah and Guildmaster Banedon, yet nobody noticed the strange red-robed figure that slipped a dark object into Raging Bear's coffin before his lifeless body was placed inside the wooden box.

Lone Wolf awoke with a start, cold sweat trickling down his face. There was a perceptible atmosphere of evil permeating his chamber. As he rose and walked outside, he could sense the evil growing stronger. He woke two of his Grand Masters, Fire Horse and White Owl, and ordered them to accompany him. By now his finely-tuned senses detected that the evil came not from within the monastery but from a place outside the walls, a place close by. As the three Kai left by the monastery gate, they were drawn by instinct towards Raging Bear's gravesite. Using spades that were stored in a nearby hut, the Grand Masters began the grisly task of exhuming the buried coffin. During this time not a word passed between them.

No words were necessary for they sensed what had to be done, and mechanically they got on with the grim job.

When at last the coffin was raised and the lid prised open, Lone Wolf saw at once that it contained the source of the evil that had awoken him. There, lying beside the rigid body of Raging Bear, lay an accursed Doomstone. The Grand Masters peered down at it, fearfully. Suddenly, Raging Bear's arms thrust forward and his stiff fingers grabbed White Owl by the throat. Fire Horse pulled away instinctively, but Supreme Master Lone Wolf stood his ground and launched a powerful psychic attack directly at the glowing gem of evil. Arcs of power crackled noisily around the coffin and the Doomstone began to shudder and vibrate wildly. Suddenly there was a deafening *Crack!* and the black gem shattered into a million tiny shards. Raging Bear's corpse-green hands released their grip upon White Owl's throat and dropped limply by his sides. It was over. The evil had been destroyed and peace had been restored to Raging Bear's spirit.

Lone Wolf and the Grand Masters reburied the coffin and all three offered prayers to the Goddess Ishir to ward off evil entities. By use of his healing skills, White Owl was able to make a swift recovery from his wounds. Yet, as the three noble Kai returned to the Monastery gate, they were aware of a chill wind whistling through the trees of the dark forest. It made them shiver, but not from the cold. Raging Bear's assassin was still at large, somewhere out there in the timberland surrounding the fortress of the Kai, and all three could sense that it was waiting in the shadows for the chance to strike again.

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A LIVING LEGEND IN SOUND!

Digital
Recording
Quality

A superb audio production of the Legends of Lone Wolf novel, abridged, composed, produced and performed by author—Joe Dever, and narrated by Edward de Souza.

In a devastating attack by Darklord Zagarna, the Kai Lords have been wiped out. The sole survivor is a young Kai initiate called Silent Wolf. He knows that he must avenge this terrible massacre but his only allies are Banedon—an apprentice magician, and a mysterious being called Alyss.

With the armies of darkness swarming across the border, Silent Wolf begins a desperate journey to warn King Ulnar of the impending doom. He must succeed for he is now the last of the Kai—he is now **Lone Wolf**.



“The Dark Door Opens”—a Senator Audio production. Double cassette pack 3+ hours duration. Digital mastering. Dolby stereo.

London-born **Joe Dever** worked as a professional musician in the recording industry in both Europe and the USA before he began his writing career in the early 1980s. For the Lone Wolf Audiobook series Joe has combined his extensive musical and writing talents to bring to life a whole new world of high adventure.

Edward de Souza is an acclaimed Royal National Theatre actor whose work includes many West End productions, film and TV. He is perhaps best known for his velvet-voiced narration of the BBC Radio 4 Man in Black horror / mystery series.

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Address.....

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US \$ Checks & money orders should be made payable to: **Joe Dever**

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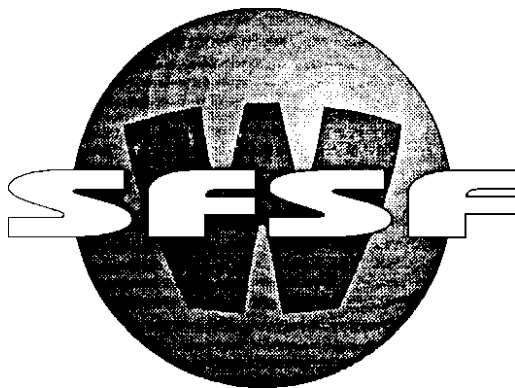
LWC Newsletter No. 28

COMPETITION RESULTS

Thanks to all Lone Wolf Club members who entered the 'Voyage of the Moonstone' competition. We received over 320 entries, making it one of the highest responses we've ever had for a regular club competition. The answers to the competition were as follows:

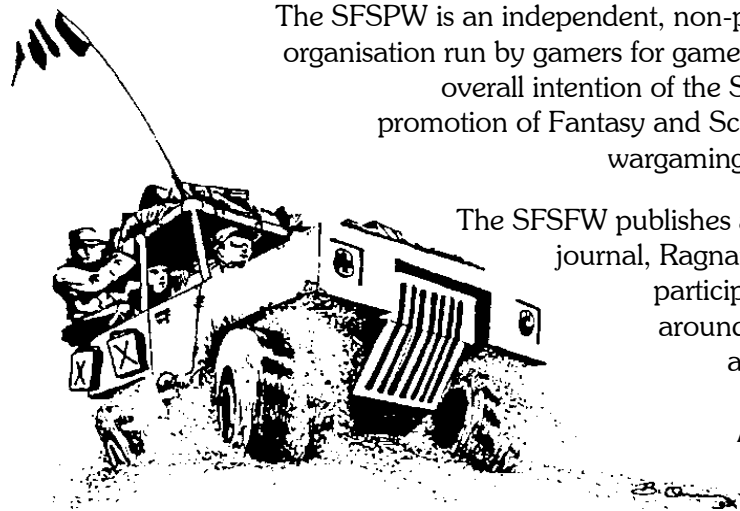
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|----|---------------------------------------|-----|---|
| 1. | Nine | 9. | Lencia |
| 2. | Vassagonian Tree Spider | 10. | Hikas |
| 3. | River Khorda | 11. | Zakhan Shoualli |
| 4. | The broadsword
"Raumas" | 12. | <i>The Pride of
Sommerlund</i> |
| 5. | Lord-lieutenant Fernant | 13. | Torvax |
| 6. | A blue turban. | 14. | Simoom |
| 7. | Khazullo, the Funtal of
Fio Fadali | 15. | Élite troopers from
King Ulnar V's Court
Cavalry Regiment |
| 8. | Eman | | |

The Society of Fantasy & Science Fiction Wargamers



The SFSPW is an independent, non-profit making organisation run by gamers for gamers. The basic overall intention of the SFSFW is the promotion of Fantasy and Science Fiction wargaming at all levels.

The SFSFW publishes a bi-monthly journal, Ragnarok, presents participation games around the country and stages an annual AGM / Open Day.



Subscriptions for the SFSFW run for one year. Members joining the year will receive all six issues of Ragnarok for that year. UK, BFPO & USFO—£10, Europe—£12 and Rest of World—£18. Please send your Cheque / Postal Order / Money Order (made payable to SFSFW) to: The Treasurer, Simon Evans, 73 Avonleigh Road, Bedminster, Bristol, BS3 3JA.

The Winner

The first correct entry, drawn at random from all entries received by the 1st April 1995, was sent in by:

Mike Korsakov

of San Francisco, USA.

Mike won a pair of Halina Discovery 8x30 binoculars.

Runners-up

The three runners-up were:

Kevin Short

of Gateshead, Tyne & Wear.

Dave Ellis

of Macclesfield, Cheshire.

Harris Kenton

of Swindon, Wilts.

Congratulations to Mike, and also to Kevin, Dave, and Harry who each won signed copies of Lone Wolf 22: The Buccaneers of Shadaki.



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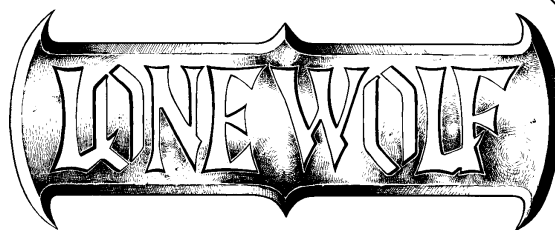
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Lone Wolf Club

COMPETITION

THE BUCCANEERS OF SHADAKI

This issue's competition is based around events and details which occur in 'The Buccaneers of Shadaki'—the second adventure in the Lone Wolf New Order series. All you have to do is answer the following questions correctly (neatly on a separate sheet of paper) then send it, together with your name, address, Kai rank & age, to the club at the address shown below.

All entries must be submitted no later than 21st August 1995. Any received after this date will not be counted so please be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 18th September 1995.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a **Panasonic RQ-P202 Personal Stereo Walkman cassette player**. This high quality walkman has auto reverse, a 3-band graphic equaliser, a metal tape facility, fast forward & rewind features. It comes with lightweight headphones, a belt clip and batteries. The next three correct entries will each win signed copies of Lone Wolf 23—Mydnight's Hero.

Good luck!

1. What is the name of the leader of the Shianti exiles?
2. Why was Oriah unable to leave Sesketera's citadel?
3. How many Nhang dolls were made for Emperor Hyunstai?
4. What was the name of Captain Jenkshi's ship?
5. Name the strait which separates the Isle of Kobra from the Shadaki mainland?
6. What is 'The Dragon's Tail'?
7. What kind of creatures are raced at the Caeno Derby?
8. What does 'Dlash-da Ralzuha' mean?
9. In which street and city would you find the Singing Lamb tavern?
10. Describe the mark of Siyen?
11. What is the Lucky Horse Inn famous for?
12. Who was the first emperor of Shadaki?
13. In which year was the empire of Shasarak the Wytych-king destroyed?
14. Why did journeyman Melchar spend six months in the city of Tiklu?
15. Who was the captain of the *Embassage*?
16. At the mouth of which river is located the town of Kao?
17. What nationality was Princess Fahra?
18. What was the valuable cargo carried aboard the *Vargas*?
19. What is the name of Tiosanna's daughter?
20. How many heads decorate the great harbour gate of Suhn?

Send your answer sheet (including your name, address, age) to: THE LONE WOLF CLUB
(Q29), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

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21 August 2009

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